

**PENGEMBANGAN VIDEO PEMBELAJARAN ANIMASI BERBASIS
DISCOVERY LEARNING MUATAN IPA MATERI
SISTEM PERNAPASAN MANUSIA
DI KELAS V SD NEGERI 3 PEGUYANGAN**

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ABSTRAK

Penelitian ini bertujuan 1) untuk mendeskripsikan rancang bangun pengembangan video pembelajaran animasi berbasis *discovery learning* muatan IPA materi sistem pernapasan manusia di kelas V SD Negeri 3 Peguyangan, dan 2) untuk mengetahui kelayakan pengembangan video pembelajaran animasi berbasis *discovery learning* muatan IPA materi sistem pernapasan manusia di kelas V SD Negeri 3 Peguyangan. Penelitian ini menggunakan jenis model pengembangan ADDIE (*analyze, design, development, implementation, evaluation*). Jenis data yang dikumpulkan pada penelitian ini adalah data kuantitatif dan data kualitatif. Metode pengumpulan data menggunakan metode angket. Hasil penelitian ini (1) rancang bangun video pembelajaran animasi berbasis *discovery learning* dalam pengembangan memiliki 5 tahapan pengembangan, yaitu: tahap analisis, tahap perancangan, tahap pengembangan, tahap implementasi, dan tahap evaluasi. (2) video pembelajaran animasi berbasis *discovery learning* dinyatakan layak berdasarkan: (a) hasil review ahli isi pembelajaran dengan kualifikasi sangat baik (90,39%), (b) hasil review ahli desain pembelajaran dengan kualifikasi sangat baik (100%), (c) hasil review ahli media pembelajaran dengan kualifikasi baik (89,29%), (d) hasil uji coba perorangan dengan kualifikasi sangat baik (96,21%), (e) hasil uji coba kelompok kecil dengan kualifikasi sangat baik (90,93%). Berdasarkan analisis tersebut dapat disimpulkan bahwa video pembelajaran berbasis *discovery learning* muatan IPA materi sistem pernapasan manusia layak untuk digunakan sebagai media pembelajaran di kelas V SD Negeri 3 Peguyangan.

Kata Kunci: Pengembangan, Video Pembelajaran, *Discovery Learning*, IPA

ABSTRACT

This study aims 1) to describe the design of the development of discovery learning-based animation learning videos for the science content of the human respiratory system material in class V SD Negeri 3 Peguyangan, and 2) to determine the feasibility of developing an animated learning video based on discovery learning science content material for the human respiratory system in class V SD Negeri 3 Peguyangan. This study uses the type of ADDIE development model (analyze, design, development, implementation, evaluation). The types of data collected in this study are quantitative data and qualitative data. Methods of data collection using the questionnaire method. The results of this study (1) the design of an animated learning video based on discovery learning in development has 5 stages of development, namely: the analysis stage, the design stage, the development stage, the implementation stage, and the evaluation stage. (2) discovery learning-based animated learning videos are declared feasible based on: (a) the results of the review of learning content experts with very good qualifications (90.39%), (b) the results of the review of learning design experts with very good qualifications (100%), (c) the results of the review of learning media experts with good qualifications (89.29%), (d) the results of individual trials with very good qualifications (96.21%), (e) the results of small group trials with very good qualifications (90, 93%). Based on this analysis, it can be concluded that discovery learning-based learning videos with natural science content material on the human respiratory system are feasible to be used as learning media in class V SD Negeri 3 Peguyangan.

Keywords: Development, Learning Video, Discovery Learning, Science